# Frameran <br> Electronic Publishers 



## Getting Started

1. If it isn't installed, install one CR2016 lithium battery as shown.


## 2. Press ON/OFF.

3. Press $\boldsymbol{<}$ and to adjust the contrast.

You can adjust the screen contrast only at the game menu.
4. If the screen is still blank, check the battery.

The screens in this Guide illustrate how the games work. But the screens that you'll see when you play will be different.

## Selecting Games

You select games from the game menu. To see the game menu at any time, press CLEAR.

1. Press CLEAR.
2. Press $\boldsymbol{\nabla}$ and $\boldsymbol{\Delta}$ to see the games.
3. When you see the game that you want to play, press ENTER.
4. To select another game, press CLEAR.

## Selecting Skill Levels

You can play Word Games at Beginner, Elementary, Intermediate, Expert, and Wizard levels.

Each skill level applies to all the games and takes effect at the next round. We recommend that you start playing at the easier levels.

## 1. Press SKILL.

2. Press $\boldsymbol{\nabla}$ or $\boldsymbol{\Delta}$ to see the skill levels.
3. When you see the level that you want, press ENTER to select it.
4. If you're in a game, Press QUIT to quit the round. Then start another round to play at the selected level.

Selecting Skill Levels

| GAMES | SKILL LEVELS |
| :---: | :---: |
| Hangman | guesses (12 to 8) |
| Word Train | train's skill at forming words |
| Anagrams | letters in displayed word (7 to 11) |
| Jumble | jumbled letters (5 to 9) |
| Memory | letters in words (3 to 7) |
| Shallenge | speed of word display Bee |
| Word Blaster | speed at which letters appear |
| Deduction | guesses (10 to 6) |
| Word Builder | don't apply |
| Flashcards | don't apply |

## Help, Hints, and Scores

Help, Hints, and Scores

■ If you're ever unsure what to do next, simply press HELP to see an appropriate help message.

To read the help, press repeatedly. To turn automatic scrolling on or off, press ENTER. To exit help, press EXIT.
■ During a game, you can see how many rounds you've won and lost by pressing SCORE.

Pressing SCORE in Anagrams and Jumble shows how many words you've found. Word Builder and Flashcards show no scores.

- To get hints during a game, press HINT. The next page shows the hints provided.

| GAMES |  |
| :---: | :---: |
| Hangman | reveal a mystery letter |
| Word Train | show letters you can type |
| Anagrams | jumble the letters |
| Jumble | jumble the letters |
| Memory <br> Challenge | show the current word |
| Spelling Bee | show the displayed word |
| Word Blaster | show the mystery word |
| Deduction | reveal a mystery letter |
| Word Builder | don't apply |
| Flashcards | show the next word |

## Hangman

Hangman challenges you to type the letters of a mystery word in a certain number of guesses.

1. From the game menu, select Hangman.
mystery word
guesses left
2. Type letters.
3. Continue typing until you see the mystery word or run out of guesses.
4. Press QUIT to start a new round.
5. To select another game, press CLEAR.

## Word Train ${ }^{\text {TM }}$

Word Train challenges you to fill its boxcars with a word.

You're not trying to guess a specific word. Instead, try to type the last letter of any word-at least four letters long-made from the letters on the train. If the train types the last letter, you lose.

1. Select Word Train.
2. Type a letter.
3. Take turns with the train typing letters to complete a word.
태ㅇㅠㅣ뮤뮤튜
4. Press QUIT to start a new round.
5. To select another game, press CLEAR.

## Anagrams

## Jumble

Anagrams challenges you to find anagrams in a displayed word. Your anagrams can not be more than four letters shorter than the displayed word.

1. Select Anagrams.
displayed word
anagrams left
2. Type an anagram. To erase letters, press 4.
3. Press ENTER.
4. Enter as many anagrams as you can.
5. Press QUIT to end the round.
6. Press $\nabla$ repeatedly to see the anagrams that you didn't find, if any.
7. Press ENTER to start a new round.

Jumble challenges you to find words in a series of jumbled letters. You must use every jumbled letter in your words.

1. Select Jumble.
jumbled letters
words left
2. Type a word using all the letters. To erase letters, press 4.
3. Press ENTER.
4. Enter as many words as you can.
5. Press QUIT to end the round.
6. Press $\nabla$ repeatedly to see the words that you didn't find, if any.
7. Press ENTER to start a new round.

## Memory Challenge ${ }^{\text {T"I }}$

## Spelling Bee

Memory Challenge tests your ability to memorize up to 65 words. After every word that you remember, another word is added to the list.

1. Select Memory Challenge.
2. Type the displayed word.
3. Press ENTER.

If you're correct, you see "You win!!"
4. Press ENTER to get another word.

Spelling Bee flashes words that you try to spell.

1. Select Spelling Bee.
2. Type the displayed word. To erase letters, press 4.
3. Press ENTER.
4. Press QUIT or ENTER to get another word.
5. To select another game, press CLEAR.

Remember, in most games you can erase letters that you've typed by pressing $\boldsymbol{4}$.
5. Enter each word in turn. Then press ENTER to get another word, and so on.

## Word Blaster ${ }^{T M}$

## Deduction $^{\text {TM }}$

Word Blaster is a speed spelling game.
Try to guess a mystery word before all its letters appear.

## 1. Select Word Blaster.

2. Before the mystery word appears, press ENTER.
3. Type the mystery word. To erase letters, press 4.

Deduction tests your logic and memory. Try to guess a series of four mystery letters from A to F. After each guess, you see how many letters are in correct positions $(P)$ and how many are misplaced ( M ).

1. Select Deduction.
guess \# mystery letters letters you can type
2. Type four letters using $A B C D E F$.
3. Press ENTER.
your guess correct positions
4. Misplaced ENTER for another guess. To see previous guesses, press $\mathbf{\Delta}$.
5. Continue entering guesses.
6. Press QUIT to see the mystery letters. To start a new round, press ENTER.

## Word Builder ${ }^{T M}$

Word Builder builds words from letters that you type. Using Word Builder, you can find anagrams and solve word puzzles.

1. Select Word Builder.
2. Type up to 14 letters. To erase letters, press 4.
$\square$
3. Press ENTER.
4. Press $\nabla$ to see more words, if any.
5. Press ENTER to start a new round.

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## Model WG-15

- 10 word games • 5 skill levels • Game scores
- Context-sensitive help messages with automatic scrolling • self-demonstration • screen contrast adjustment • 10 function keys $1 \times 16$ character LCD
- ROM: 1 megabit • RAM: 2 kilobytes •CPU: 65C02
- Battery: 1 CR2016 3-volt lithium
- Size: $6.9 \times 10.1 \times 0.8 \mathrm{~cm}$. Weight: 1.9 oz .


## Product Care

To clean Word Games, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly onto Word Games.
Don't use or store Word Games in extreme or prolonged heat, cold, humidity or other adverse conditions.

## Customer Service

If you have a problem with your unit, refer to the limited warranty. If you purchased Word Games outside the United States, contact the place of purchase to obtain warranty or repair information.

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## Key Guide

## Function Keys

Clear
DEMO
ENTER
EXIT
HELP
HINT
ON/OFF
QUIT
SCORE
SKILL
Other Keys
(A) Zype letters.

VA4

